SMARTTECH™

BUY ONE

¤600

SMARTCEMENT™

Each hit lowers enemy Attack/Defense DR-1 until next round. On three consecutive autofires against same target, it is stunned in place for 1 round and cannot act. Next round it is free to act normally again.

Two consecutive autofires to stun with a **SmartJack™**.

¤600

SMARTCUTTER™ (d4a)

If autofired then only the last successful shot does damage. Each consecutive auto fire increases DR+2. On three consecutive hits against non-vehicle target, random body part is severed (roll on **Emergency Body Modification** table (pg.81), if would be fatal but they still have HP left then re-roll). You should probably roll for morale.

d6a with a **SmartJack™**.

GET THIS FREE‡

¤300 value

SMARTSTUD™

Allows you to track and/or aim at targets completely obscured behind light/heavy cover.
When target completely obscured by cover:
- light, damage -2
- heavy, damage -4

Cover is not degraded on hit if target completely obscured. If completely obscured target is not made of/covered in mostly metal, then Attack DR14.

Requires a **SmartJack™** to be combat effective and is 200% the cost of the weapon you are installing it on.

CROSS PROMOTION WITH UCS

¤600

FLECHETTE PISTOL (d4a)

Only autofire. on three consecutive auto fires against same non-vehicle target, shred 1 tier of armour. If no armour left, +2 damage

¤500

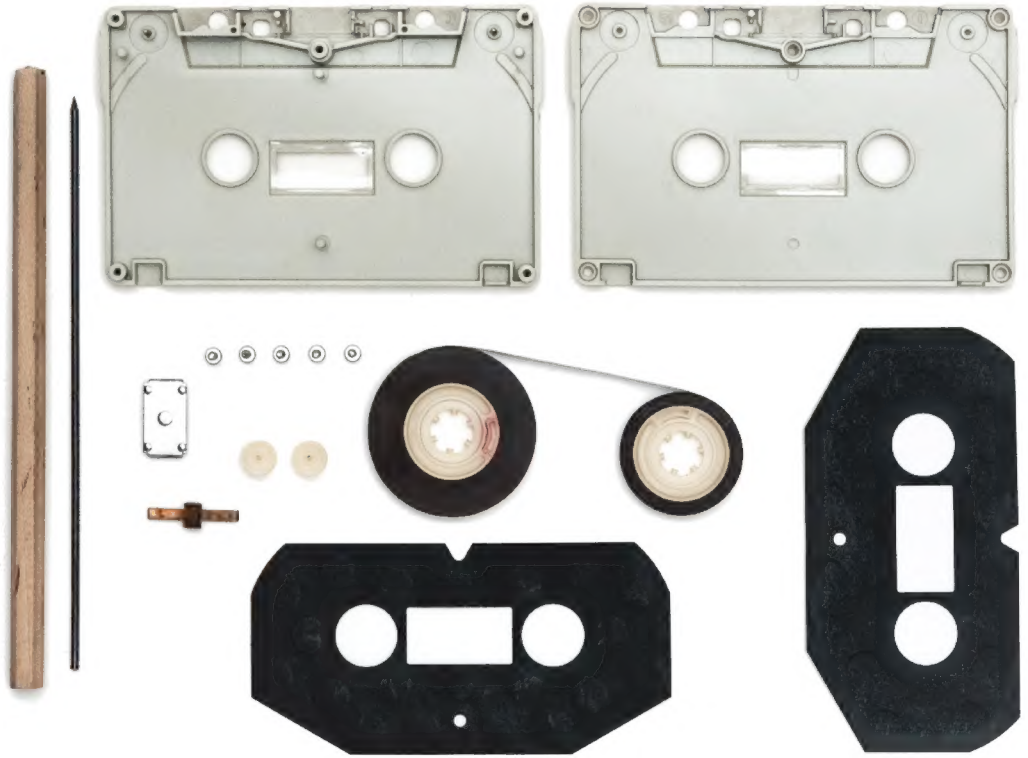
SLICER DRONE

Sounds like a mosquito if it were the size a house cat being slowly dipped into water. Start panicking if you hear these things coming at you down a confined corridor.
Simple construction with autonomous seek to destroy control program.
HP 2 **Morale** - **No armour**
Mini power tool d3+2
Quick and janky: DR14 to hit
Sell for scraps 1¤. Mass production price the cost of a synthmeat burger and fries.

zAPPER

CUSTOM APPS BY

Aim with a finger gun.
Single cybered target loses 2d10+2 HP.
Increase Apps fumble +2 instead of +1.



rpsDMATCH

Target must be in melee range.
Compel cybered target to play rock, paper, scissors with you.
Roll d4+6 on **Emergency Body Modification** table(pg.81) to determine what's at stake.
Best 2-out-of-3:
2:1 - loser suffers injury on dominant arm at location rolled, dealing 3d3 damage.
2:0 - loser's dominant arm is severed at location rolled, dealing 3d3 damage.